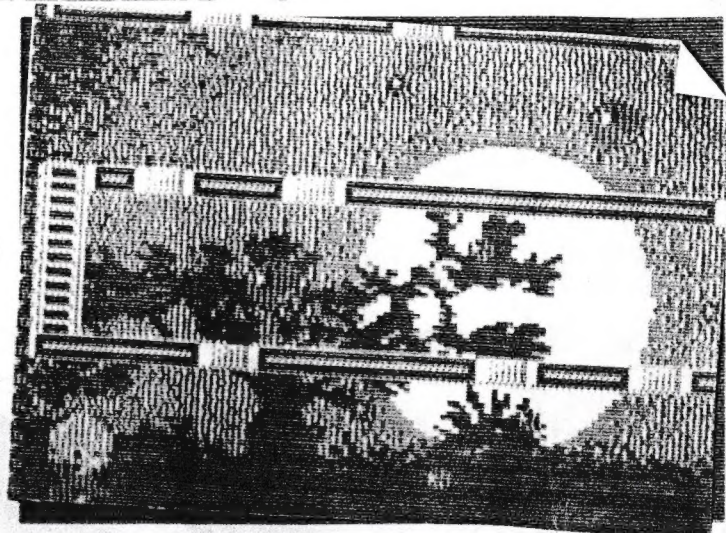


# AMSTRAD FUN

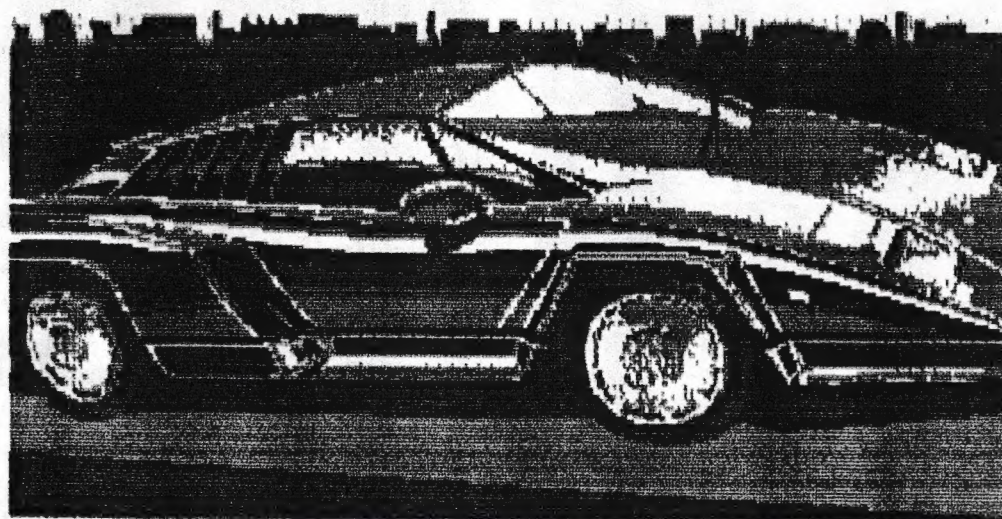
## ZAP THOSE BALLS ! ZAP'T'BALLS

A REVOLUTIONARY NEW PANG-LIKE  
GAME FROM EGS. WE GIVE IT THE FULL  
TREATMENT WITH

- FULL CENTRE-SPREAD REVIEW
- THE COMPLETE LIST OF LEVEL CODES
- THE PREVIEW VERSIONS IN AFPD



## MOVE INTO THE FAST LANE !



THIS ISSUE THE TOP-50  
LISTS THE TOP 50 CAR  
GAMES AVAILABLE FOR  
YOUR CPC FROM THE  
RACE WINNERS TO  
THOSE LEFT STALLED  
ON THE LINE ! BUT WHO  
WILL BE THE WINNER ?

## BEAM THEM DOWN SPOTTY !

THIS ISSUE WE INTRODUCE YOU TO THREE NEW CONTRIBUTORS  
SPOCK, THE INVISIBLE CODER AND A CARTOON BY ACE  
TOONIST BRENDAN SMITH WITH MANY MORE TO COME !



PLUS NEWS, 25 GAME REVIEWS, CHEATS, LETTERS, T.I.C., CHARTS AND MORE!

# INSIDE

# STORY

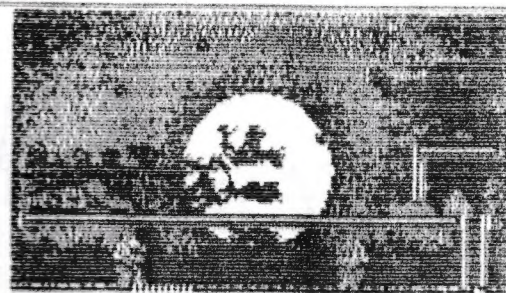
Welcome to the new look Amstrad Fun, especially to all our new readers. We hope you all like it!

Amstrad Fun  
Winter '92  
No. 3

- 3 The Editorial
- 4 The Word
- 5 The Charts
- 6 Backchat
- 7 Cartoon
- 8 T.I.C.
- 9 Spock's Spot
- 10 AFPD News
- 12 Rotten Cheats
- 15 Which Game?
- 28 The Top-50
- 30 The Dragon's Lair
- 31 How to get AF
- 32 Rear-End

## ZAP'T'BALLS - CENTRE SPREAD

Many of our continental readers will wonder why we're reviewing this now, 5 months after its release. Well, most average Irish/British users haven't heard much about it yet. We finally put that right.



### The Dragon's Lair

This is the last time John ventures into the lair! But which brave adventurer will risk entering the lair to bring you all the latest news from the adventure scene in the future? We'll just have to see.....

## THE RUNDSCHLAG

A German fanzine that's essential for any freak. Full of news, greetings and info, we just couldn't let it go without giving it a mention.

## NEW! CARTOON, T.I.C. AND SPOCK'S SPOT.

This issue sees the arrival of three new contributors. There's an excellent cartoon on page 7, drawn by Brendan Smith, The Invisible Coder does a special report on disczines for us on page 8 and Spock rambles on about mail-order on page 9. We want more contributors. Write NOW!



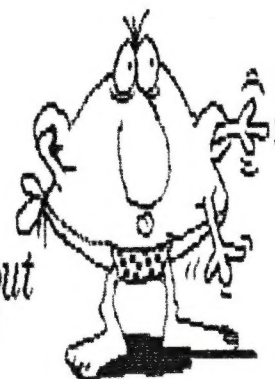
## THE TOP-20 CHARTS - PG. 5

As usual we have the only top twenty charts on the CPC. This time we've a new addition - PD charts, or to be more correct, AFPD charts. Check them out on page 5.

## THE TOP-50 - PAGE 28

Nice Lamborghini pic on the cover isn't it. It's just one of 45 excellent pictures on David Carter's Amiga Graphics II, now available from AFPD. Anyway, this issue John charts the top 50 car games and promises to drive us round the bend (groan!) with a few awful driving puns.

# THE EDITORIAL



*This is the section where we air our views (and our socks...phew!) about all things remotely connected with the CPC scene. Brace yourselves!*

## FULL-PRICERS, WHO NEEDS 'EM?

It's Christmas !!! And Christmas means loadsa games! Or does it? This year software companies have produced virtually nothing new for the Amstrad. Ocean, for years the CPC's greatest supporter have nothing to offer, but two crap compilations which they no doubt want to sell on past hype. Re-releases from companies that are no longer producing anything new really make us sick. It

seems that while they don't want to spend money developing anything new, they still want to keep taking YOUR money. Ocean aren't the worst culprits

in this. Grandslam are re-releasing Liverpool (see page 17) on its own at full price, a total ripoff!

But do we really care? No, not really. Stuff 'em we

say. The CPC will survive without them. It has something far better than software house support - a large number of loyal users. Freaks that are producing far better games and utilities for the CPC than any software house ever did. The CPC's future lies with its users, not software houses and unlike softie's support, the number of CPC freaks isn't declining, but growing rapidly!

## AMSTRAD ACTION OR SPECTRUM ACTION?

As reported over the page Amstrad Action is now the only remaining British high street magazine. This is clearly because AA was the better of the mags, but will they still maintain their high standards without having to face any competition? Already, disturbing changes are beginning to appear, the worst of which has to be

the fact that Speccy, not Amstrad freaks are now reviewing games. The most shocking result of this is that Linda Barker, editor of Your Sinclair, gave The Simpsons (complete crap) 85% calling it addictive. We have this game, addictive is the last thing it is! What's happened to Adam Peters? Not only were his reviews more accurate (to put it

mildly) they were also better written. Come on AA, don't let the standard slip when you're needed now more than ever before.



And another thing! Those awful cartoony covers make buying AA almost embarrassing for more 'mature' readers like ourselves.

### THE SMALL PRINT

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PLEASE DON'T RING US OR CALL TO US - ALL CORRESPONDENCE BY MAIL ONLY PLEASE. MANY THANKS TO ALL OUR FRIENDS AND CONTACTS - HOPE TO HEAR FROM YOU SOON. MORE CONTACTS AND CONTRIBUTORS WANTED. DON'T HESITATE TO WRITE TO US, WE'RE SOUND! CPC FOREVER!

CO-EDITORS: KEITH WOODS, JOHN O'BEIRNE  
CONTRIBUTORS: BRENDAN SMITH, I.I.C., MR. SPOCK. (MORE WANTED, WRITE TO US!)  
ADDRESS: 8 SPRINGFIELD DRIVE,  
TEMPLEOGUE,  
DUBLIN 6W,  
IRELAND.

# THE WORD

Welcome to the news section with absolutely nothing to do with a rather sad television programme. Got any hot news? Then send it now to 'The Word' at the usual AF address.

## CAMPURSOFT MODULATE !

As you probably know, the Amstrad modulators are fast becoming impossible to find. This has meant that it's been impossible to link your CPC to a TV. Until now that is. Campursoft have just launched a new modulator called the Videomaster. Unlike the Amstrad modulators, it plugs into video scart sockets and produces 'composite video output'. What this means is that the picture is much clearer, you must have a VCR and the Videomaster also doubles as a video titling system. Sounds good to me, especially at only £35.99. A power supply unit can also be purchased if you don't want to use your monitor as a power supply. It costs £9.99 and must be bought by 464 users. For more details write to Campursoft, 16 Slatefield St., Gallowgate, Glasgow, G31 1UA, Scotland or call Scotland 041 554 4735.

## ATTACK SUSTAINED !

After only six issues the 'new' CPC Attack (ACU in disguise to cynics) has ceased publication. Originally launched to replace the veteran ACU, CPC Attack never got off the ground. This could have had something to do with the fact that it was crap, but is unlikely to be due to any 'decline' in the CPC. The ABC returns of Amstrad Action, the only remaining high-street magazine clearly confirm this.



## IRISH SCENE FINALLY TAKES OFF !!

Less than a year since we first began work on AF, the Irish Amstrad scene has taken off. A year ago there wasn't anything to talk of in Ireland, now there's two PD libraries, a fanzine and a disczine. We were first with AF and AFPD, our pal T.I.C. recently started Amsof PD and we've just heard of a

new disczine, Amstrad Addict. "We don't wish to take the credit or anything but we were the ones that got the ball rolling". Anyway, turn to page 8 for T.I.C.'s address. His library doesn't specialise, but contains mostly demos and utilities. AA (oerr) can be found at Killabrick, Carrickmacross, Co. Monaghan.

## STERLING SAVINGS

With the devaluation of Sterling on 'Black Wednesday' the price of games in Ireland should be cheaper this Christmas. Check with your local shop for any reductions.

## HOW'S ABOUT ABOUT AN IRISH AMSTRAD USER'S GROUP?

Our Corkonian contact, the 'Invisible Coder' has asked us to help set up a user-group. We think it's an excellent idea. User groups are invaluable. They offer help, the latest news

(especially on the local front), good deals on software and hardware and are great for making friends with other CPC freaks. If you're interested, write to us !

## ON THE GRAPEVINE...

What hot news have we got for you this time then? Quite alot actually! Logon are producing a sequel to 'The Demo', PDT has just released the first part of his Megademo and there are a few new Plus demos about somewhere (if only we could find them!) The Advanced Edition of Zap'T'Balls has been released. We've heard a rumour that STS will be distributing it, more next ish. There's also a new PD art program that's just been releaed in Germany. There's a rumour it has Overscan features! More news and details in issue four, which should be out some time in March.

## THE AMSTRAD FUN METAMORPHOSIS, WHEN WILL IT END?

Regular readers will know that this issue of AF is very different to its predecessors. The pages are now A4 size as opposed to the original A5 size i.e. they're twice the size! We now produce AF on the brilliant STOP PRESS and this should have resulted in an improvement in layout and print quality. For the moment the fanzine is still photocopied. However, we're looking into the possibility of getting it professionally printed. It's not cheap though, and we'd probably need to try and get some advertising to be able to afford it.

Now that we've got the

design pretty much dealt with, we can begin work on stage two of the metamorphosis, the content. With the next issue the focus of content and articles will be on the PD scene. That doesn't mean that we won't still review commercial games, but to be frank, there won't be too many to review! Besides, the standard of PD quite often surpasses commercial standards. Just look at Zap'T'Balls. We're just changing with the times! Expect a better, more up to date fanzine in March, possibly with new contributors and interviews with well-known freaks. Reserve your copy now!

## THE EXCLUSIVE AMSTRAD FUN AND AFPD TOP-TWENTY CHARTS!

<u>FULL - PRICE</u>	<u>BUDGET</u>	<u>PUBLIC DOMAIN</u>
1.....Lemmings	1.....Turbo The Tortoise	1.....The Catalogue (00)
2.....Cartoon Collection	2.....Wild West Seymour	2.....Games 02 (02)
3.....Seymour Collection	3.....Rainbow Islands	3.....Paradise (11/12)
4.....Dizzy's Ex Adventures	4.....New Zealand Story	4.....Eve of Shadows (16)
5.....Lineker Collection	5.....Robocop	5.....Amiga Graphics I (14/15)
6.....Dizzy Collection	6.....Dizzy Prince of Yolkfolk	6.....Games 6 (08)
7.....Too Hot To Handle	7.....Italia '90	7.....Games 1 (01)
8.....Fun School 4	8.....American Tag Team Wrstl	8.....Adventures 01 (04)
9.....Dream Team	9.....Bubble Dizzy	9.....The Demo (09/10)
10....Crystal Kingdom Dizzy	10....Multimixx 1 Golf	10....Adventures 02 (05)
11....The Addams Family	11....Spellbound Dizzy	11....Games 05 (07)
12....Super All Stars	12....Magic Land Dizzy	12....The YAO Demo (13)
13....Double Dragon 3	13....F16 Combat Pilot	13....Give Us A Break (17)
14....Space Gun	14....Dizzy Down The Rapids	14....Games 03 (03)
15....Superfighter	15....Golden Axe	15....F Huggers Ult MDemo(20)
16....Rodland	16....Bubble Bobble	16....Demos 12 (25)
17....Manchester United Europe	17....Batman The Movie	17....Thriller (22/23)
18....Soccer Stars	18....Cyberball	18....The Castle Demo (21)
19....Space Crusade	19....Seymour Goes Hollywood	19....Games 08 (18)
20....Titus The Fox	20....Footballer of the Year 2	20....Digital Dream (27/28)

# ▷ BACKCHAT ◁

*Listen you lot, take the good example of Graham Wheelan of Chelsea and write to Backchat at 8 Springfield, Templeogue, Dublin 6W, Ireland pronto.*

## THAT MAN RETURNS

Hi guys,  
It's me again. You know, the guy that wrote to you last time about Burnin' Rubber. You answered my question so well last time that I'm writing again (shucks thanks - Keith ). How do you save screens?  
Graham Wheelan, Chelsea.

As much as we like people to write to us, especially twice, you could easily have found the answer in your manual. Surprisingly it's listed under the SAVE command in Chapter 3 of the manual (ooh, sarcasm). Just in case you don't have a manual, you can save screen dumps by typing -

SAVE "filename",B,&C000,  
&4000

To load it back type -  
LOAD "filename"

## A BLEEDIN' SMARTALEC!

Dear Keith/John,  
Your fanzine is good but do you really expect me to believe that you really played Space Gun? How come there weren't any screenshots except the arcade ones taken from an Ocean ad. Admit it, you were bluffing

weren't you.

Jerry Brennan, Dublin.

You think you're smart don't you? The reason there were no screenshots is that we multiface them and the multiface can't handle the extra plus features because it was designed before the plus existed. We NEVER bluff.

## WHO THE HELL IS THIS THEN?

This, dear readers, is round to drawing any Arthur the erm something other poses for him yet. And no 'different poses' we're going to make him doesn't mean sticking his somewhat of a mascot, hand in other places! appropriate we? Honestly, readers thought. So why's he these days !!! All always got one arm theories on what he's stuck through his really doing with his ears then? Ermm...He's got hand in this picture to a bad problem with ear be sent on the back of wax. Ok then, it's really a postcard or sealed because we haven't got down toupee to Backchat.



## WHAT'S WITH THIS HERE CARTOON THEN?

The more observant of you will have noticed a new feature to Amstrad Fun - this pretty damn excellent cartoon to your right. The ( very good ) artist behind this work is our pal Brendan Smith and we should be

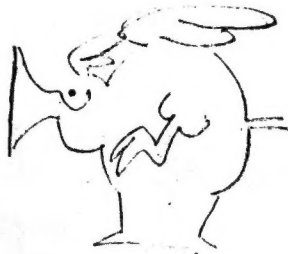
able to coax him into drawing a cartoon for each issue. He does it very professionally, drawing each box on an A5 sheet and shrinking down all the boxes with a photocopier before putting it together. Read it!

THIS IS A BRIEF INTRODUCTION TO THE WORLD OF  
THE NERPHERTER KNOWN TO MOST AS  
POLYMERTMER

SUNRISE ON THE LAND OF POLYMERTMER.



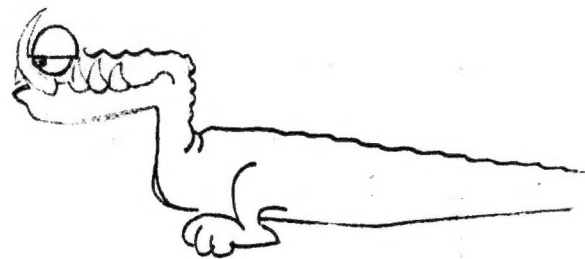
THE NERPHERTER



THE ARWAT



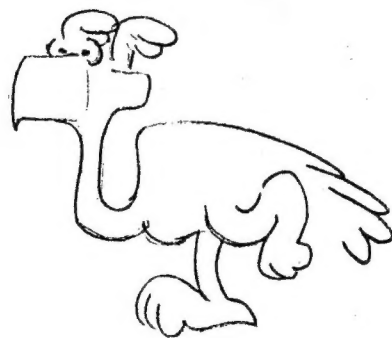
THE ANGRUNK



THE GUARDIAN



THE WONKLESCHNIRT



THE LEGENDARY  
SHEEP THAT NEVER  
RETURNED TO  
(little) BO PEEP



THE NERT



THE ARTIST: A PSYCHO HUMANOID FROM THE  
OTHER SIDE OF THE UNIVERSE WAITING FOR  
THE 49A BUS (NICE ONE BREN. -J).

B. Smith

# THE INVISIBLE CODER

## DISCZINES FOR THE DEMENTED !

Well, first of all to start, you better know ho's writing this little article. It's ME ! ( Well that's a stupid thing to say ! ), it's T.I.C. from Ireland ! And if you want to contact me for swapping games, P.D., demos etc., etc., then the address is T.I.C., Lissanly, Cloyne, Midleton, Co. Cork.

Now that that is finished down to the point of writing this ! Well, at present there is NO disc mag in Ireland, but at the moment I am trying to set one up. ( We might be interested in that - Keith ) Anybody interested in writing articles, helping out, writing demo parts,

writing code, etc., etc., can contact me, you know the address ! ( Sounds good to me - Keith ) For now though, its on with the show. Make sure to send SSAE or an international reply coupon when writing to these disczines. You can also contact me for more details if you wish.

### ENGLISH DISCZINES

Firstly to England. Well at present in England there are two disc mags, them being the new Presto News and the old CPC Domain. I can't comment on either of these as I haven't seen a copy of either. However, I will include info on the two in a future article. The addresses are -

Presto News, Matt Gullam, 36 Whittington Street, Neath, West Glamorgan SA11 1AW  
CPC Domain, Simon Warford, 134 Draper House, Hampton Street, London SE1 6SY

### CPC CHALLENGE, FREE, BI-MONTHLY (I THINK)

Well this is one of the least impressive of the German disc mags I have seen. It is similar in style to CPC Domain, with no demo parts, very little art etc. It is well put together and usually contains about 110k(!) of texts with lots of reviews, news and views. No letters or anything stupid like that. Not the best in Germany at all!!!  
CPC Challenge, PF 3741, 23 Kiel, Germany.  
Code 4, Design 6, Text 9, Graphics 4, Music 0  
Overall - 6/10

### CPC-FASTLOADER, FREE, BIMONTHLY (I THINK)

This one will astound you! It's one of the most excellent disc mags in Europe at the moment, it's in overscan, has COOL graphics, a different tune for each article (that's over twenty

different tunes!)  
a COOL scroller  
and graphic  
equaliser all while

you are reading! Alas, most of the texts are in German, but there are plans for a English version. A COOL BENG production.  
Address: Menzelstr 9, 4100 Duisburg 1, Germany  
Cde 9, Dsgn 10, Text 9, Gfx 10, Msc 9, Overall 9.5

### BAD MAG, FREE, EVERY 2-3 MONTHS

Also written by the Bad European News Gang, this one again has excellent code, is in overscan, has music and lots of great text (I write for this one!). It's just

too good to describe! It contains a moving cursor, choice of music,

Joystick or keys and a really new reading method - the screen scrolls the text side ways at the press of a button! For freax!  
Address - PF 2828, 6780 Pirmasens, Germany.  
Cde 10, Desgn 10, Text 9, Gfx 7, Msc 9, Overall 9

# BENG

# SPOCK'S SPOT

It's everybodys fav. T.V. hero. It's.....Mr. Spock??



Life's wierd isn't it. You know the way you can hate something and then find yourself relying on that thing. That's what happened to us the other day....

There we were, me and Keith slagging off Star Trek and everybody who like it when who should energise in for a cuppa but Mr. Spock himself. As we're pretty astute business men we immediately tricked (whoops! I mean signed up) the Spockster to write a special column for us. O.K. I hear you ask, what the f\*\*\* are you doing writing it. Well fine, take it away Mr. S.

Greetings, most logical Earthlings, I Mr. Spock am here to guide you through the most logical world of Mail Order. (In case anyone is wondering, logical is the Spocksters version of "excellent". In fact, he's so goddamn cool he even spells it with two a's). First of all is that time-honoured question, what is mail order? No offence but anyone who's reading this

and doesn't know what the answer is must be a total Klingon!!

The advantages of Mail Order are massive. First of all, if you have your dads credit card number and a catalogue, you can order without even leaving your own home. Of course, if you do this without permission you will, pardon my french be in for a severe arse

Yo! Only in this circle am I able to speak the way things really are. (Wanna bet-John). Oh! Well eh! As I was saying it's lovely here at AF. The two boys let me out once a day and they've even given me a bucket. Oh no, the circles finished

kicking. Another advantage is that you have a much larger selection to choose from than your local computer shop. Mind you, if you don't have a computer shop in your area, then Mail Order is even better!

So what other great advantages does Mail Order offer. Well, this one will definitely appear to scabs like yourselves. Mail Order is cheaper. Sometimes, up to about ten pounds cheaper (rare, but it happened once back in 1986) but not usually this much. The only real disadvantage is that it takes bloody ages for it to arrive through the post. I know a bloke who had to wait for over a year to get a game. By the time he got it he'd already cleared the sequel!!

So from what company should an up and coming young games player order his games from then. Well, personally I'd recommend Software City and HJC Supplies for the majority of your stuff. Why? Because they offer a fast reliable service and they're paying me to say that. (Whoops, could you scratch that last bit out?)-(Of course Mr. S. (snigger)). Well, that's all from me this issue. I'll be back next time. Energising...

Mr. Spock,

## SPOCK'S GUIDE TO THE ENTERPRISE

This week - the Toilets.....

I am about to go where no man has gone before - into the last cubicle on the left hand side of the TOILETS!! The reason is this, it's the womans toilet. After a long search I can tell you they're the same as any toilets.

# AFPD NEWS

*Question : Which is the only Amstrad PD library which has quality as a stated aim?*

*Answer : Why AFPD of course !*

It's time to get onto one of my favourite soapboxes again readers, namely the way most PD libraries are run. Recently I asked another librarian why he included discs full of nothing but useless little demos. His reply was that you need to have them to get publicity. In other words, he needed to use

to fill the library. He seemed to think that he needed a fairly large catalogue to get decent publicity. Unfortunately, he's probably right. I know of a library that's getting great publicity at the moment. It has a large catalogue, most of which is rubbish. Most of the discs leave about 20k free. Now,

I've nothing against any library that's run by freax offering a service, but profiteering librarians really annoy me. There are enough libraries without these. As I've said in the editorial, the CPC's future is in the PD scene. Not this sort of PD though! We need to maintain a high standard or the CPC'll die.

## LET'S TAKE A LOOK AT SOME OF THE NEW DEMOS IN THE LIBRARY

As my contacts well know, I like a good demo and while I've got a lot of bad ones over the last three months, I've got a lot of good ones too. Firstly, I've got a new favourite demo. It's called Face Hugger's Ultimate Mega Demo ( AFPD 20 ) and its release has taken the scene by storm. The clear reason for this is its brilliant originality. As you may be aware, most demos feature a few clever tricks, some music and a scroller. Not any more! This demo has very few scrollies, but does have some brilliant

vector graphic animation and excellent music. You'll be treated to all manner of flying objects from helicopters to dogs which are all beautifully animated and fly in and out in perfect

proportion. I hope it sets a trend among demo writers. Face Hugger himself doesn't want to program more demos. However, I know that there are others that would be well capable of coding one like

this. How about it Alien, PDT and all the other demo writers reading this?

Just a little room for some others. Alien of BENG's Megademo ( AFPD 19 ) is a nice, well-polished demo from an excellent coder. It's also interesting if you want to find out more about BENG. The Castle Demo ( AFPD 21 ) is worth getting just to read the scrollies about the party. Another excellent demo is EGS/Asterix's Twinblast demo ( AFPD 34 ). It's well worth getting. That's all for now, Keith.

HERE IT IS, THE LATEST AFPD CATALOGUE IN FULL. WHO SAID SMALL ISN'T BEAUTIFUL?

## GAMES

GAMES	AFPD	VERY BRIEF DESCRIPTION
01	01	Italian Campaign, Tanx, Balldozer II, Mac II, Firefox II, Dogfight + more.
02	02	Drehdriss, Balldozer, 3D Construction Kit Demo, Snake, Driller + 9 more.
03	03	Croco Magneto, Blockup, Fruitrun, Warzone, Picpairs, Daleks, Ayyor + more
04	06	CP/M games - The Base, Island, Quattris, Star Trek and Rogue.
05	07	Space Froggy, Wipeout, Priz, Cluedo, Isotopes, Centipod, Minefiels + more.
06	08	Forcefield, Cargo King, Campaign, Frogger, Draughts, Timebomb + 6 more.
07	17	Give us a Break and Give us a Music Break. 2 quizzes with question editor
08	18	The Zap'T'Balls preview version with 5 playable levels. Also - Dripzone.
09	35	The brilliant Crystal Mission and Space Duel by Face Hugger and more.

## DEMOS

DEMOS	AFPD	VERY BRIEF DESCRIPTION
01/02	09/10	'The Demo' by Logon Systems. Excellent. Please note - 2 selections !
03/04	11/12	Paradise by Paradox. Another excellent French demo. Also 2 selections!
05	13	The YAO Demo. A decent French demo. Please note - Plus incompatible.
06	19	Alien Megademo. A good demo from a very promising new BENG coder.
07	20	Face Hugger's Ultimate Megademo. Proclaimed as the best all over Europe
08	21	The Castle Demo. Coded during the Castle party in July, its a fun demo
09/10	22/23	Thriller by Cadjo Clan. Good demo. NB 2 selections and + incompatible.
11	24	Prodatron of BENG's Alpha Demo, Merlin III and a few more good demos.
12	25	New Age, Black Mission III and more short, but good continental demos.
13	26	Mc Paddy, Synergy, Surf and Crackers Fight. NB - plus incompatible.
14	34	The brilliant Twinblast by Elmsoft and Asterix and more.

## SLIDESHOWS

SHOWS	AFPD	VERY BRIEF DESCRIPTION
01/02	14/15	Amiga Graphics I by David Carter. 49 excellent pics. NB - 2 selections.
03/04	27/28	Digital Dream by New Sky. The best! Some overscan, 2 tunes. NB 2 selectns.
05/06	29/30	Harco Vieth's 1st overscan slideshow. Detailed mode 2 pics. NB 2 selectns
07/08	31/32	Amiga Graphics II. 45 more excellent pics by David Carter. NB 2 selectns
09	33	Vieth's 3rd slideshow. Good show. We've removed the more risque pics.

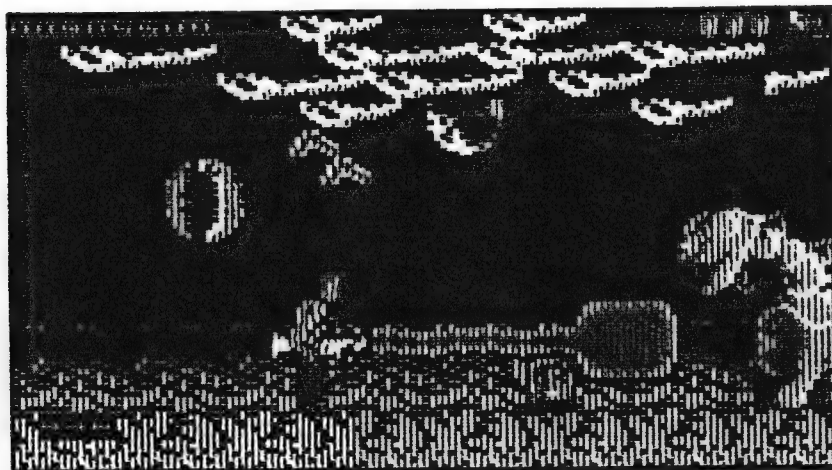
## ADVENTURES

01/02	04/05	Some brilliant Simon Avery advs. Don't have to be ordered together.
03	16	Eve of Shadows - A graphic adventure by R. Buckley. Quite unique in PD.

Each selection is 50p. Send money, blank discs and SSAE (or SAE + Int. reply coupon).

# ROTTEN CHEATS

*This is totally unacceptable - another issue with NO reader's cheats! We've asked you and you've still given no response. What do we have to do to get you to send us some cheats? Please send us your cheats NOW before we freak out altogether!*



## ASTRO MARINE CORPS

My goodness, what a big flamethrower you've got there! Yes, all the better for killing nasty monsters like this with my dear! But where did you find it? In part two of course. But I can't finish part one. Then use this handy cheat - type CREEP into the high score table. And if you still can't beat part 1, 2's password is DAGOBAH.

## GHOSTBUSTERS II

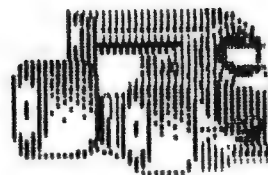
Ghostbusters II is an excellent game, it's also très difficult (Ooh, I knew I learnt something in French class). Anyway, if you're one of those people still tearing your hair out on level one (I've beaten the game by the way) then you'll probably find this cheat très useful (Hey, enough of the très business - John). Press P to pause the game, then type AYKROYD and press P again to return with infinity!



## REAL GHOSTBUSTERS

The Real Ghostbusters is also a touch difficult (What is it with these Ghostbusters games?). Never fear, here we come to the rescue again with another great cheat. We aint afraid of no ghost! (Groan) Unlike the one on the left, this one works on any level! All you need do is type CHEAT while you're playing and you'll be transported to the next level and given infinite lives! Triffic!

## GRAND PRIX SIMULATOR



Need help in beating Codemaster's classic Grand Prix Simulator? Simply type TRACK on the title screen followed by the letter of the track to start on.



## ZAP 'T' BALLS!!!

Zap'TBalls has to be the most stunningly brilliant game to appear this year. The sprites are so smooth it's unbelievable. Take my advice and get this game, you won't be

dissappointed. Anyway, enough of the babble, I've been zapping night and day to bring you the complete list of level codes. Roll on Zap'TBalls the advanced edition!

3 : EGS

5 : GCS

7 : DJH

9 : BSC

11 : BMC

13 : GPA

15 : OAS

17 : CBS

19 : GOS

21 : MTI

23 : AST

25 : THP

27 : WAR

29 : END

### OLLIE AND LISA

This game's been knockin' around for a fair few years now. Still, someone probably has it and it's still not bad for a game five years down the road. So to the person that has this game, to move back one screen press shift and S and shift and Z to move forward.

### RENEGADE III

Another old game ( I've run out of cheats for new ones, of course, if you only sent me some that could be very different ). A weird cheat this : press Q and T together on the first menu screen and do the same again once the level has loaded to skip to the next level.

### MIDNIGHT RESISTANCE

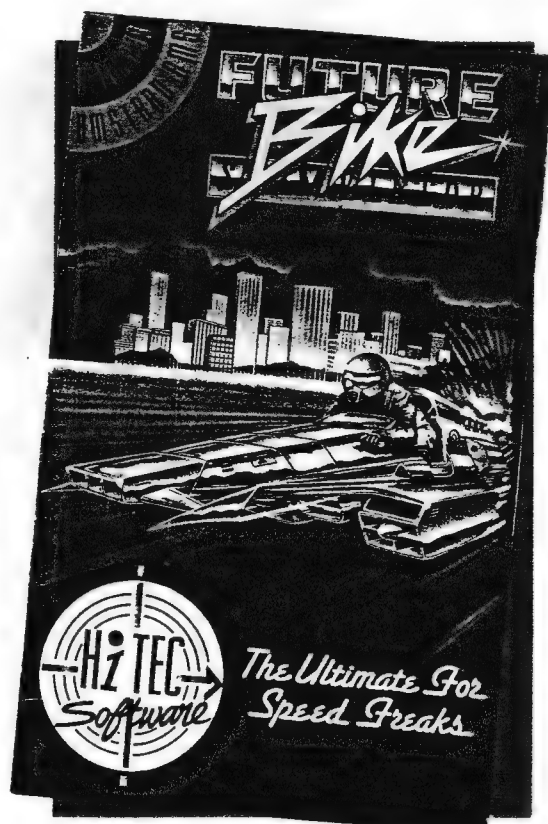
Midnight Resistance is a pretty average shoot-em-up as I told you in it's review last issue. However, if you didn't already have an average shoot-em-up and bought it you'll probably want a cheat. OK then, press the keys R, G and N together on the title screen to gain infinity.

### INDIANA JONES AND THE TEMPLE OF DOOM

Indiana Jones fans have two chances to see Indiana Jones and the Last Crusade on Christmas day - it's on RTE 1 just 15 minutes after it finishes on the beeb. They also have the chance to beat Indiana Jones and the Temple of Doom with this handy cheat : type JIMBO on the title screen and then press 3 to skip a level in the game.

### FUTURE BIKE SIMULATOR

Here's a pretty sly cheat for Future Bike Simulator. When you're asked to load in the next level fast forward the tape on a little to skip on to a later level ! This method may well work for a few other games as well. If you find any such games, write and tell us for Rotten Cheats.





RESET

## multiface pokes

JOIS

## TAPE

## DISC

Wonder Boy	21221	000	Black Tiger	22034	000
Fast Food Dizzy	22284	000	Satan (part 1)	28139	000
ATF	11354	255	Satan (part 2)	27322	000
Scooby Doo	31270	000	Batman Movie	26435	000
Mig 29 Soviet F	03313	000	Klaz	03055	000

HOW TO USE THESE MULTIFACE POKES IN TEN EASY STEPS: (ALL POKES GIVE INFINITE LIVES)

1 - PLUG MULTIFACE INTO EXPANSION PORT 2 - LOAD GAME 3 - PUSH THE STOP (RED) BUTTON

4 - PRESS t 5 - PRESS SPACE 6 - TYPE ADDRESS (THE FIRST 5-DIGIT NUMBER LISTED)

7 - TYPE POKE (NEXT 3-DIGIT NUMBER) 8 - PRESS RETURN 9 - PRESS q 10 - PRESS r

## ONE MAN AND HIS DROID

Here's the complete list of level codes for another old game (you know what to do), One Man and his Droid. So here we go.....

- 2 - Empire
- 3 - Predatory
- 4 - Ruminant
- 5 - Ryegrass
- 6 - Vacuum
- 7 - Vampire
- 8 - Ragout
- 9 - Chain
- 10 - Aasvogel
- 11 - Blizzard
- 12 - Cloche
- 13 - Calendar
- 14 - Ectoplasm
- 15 - Ecology
- 16 - Ferocious
- 17 - Fetlock
- 18 - Gooseberry
- 19 - Gravitate
- 20 - Up and away

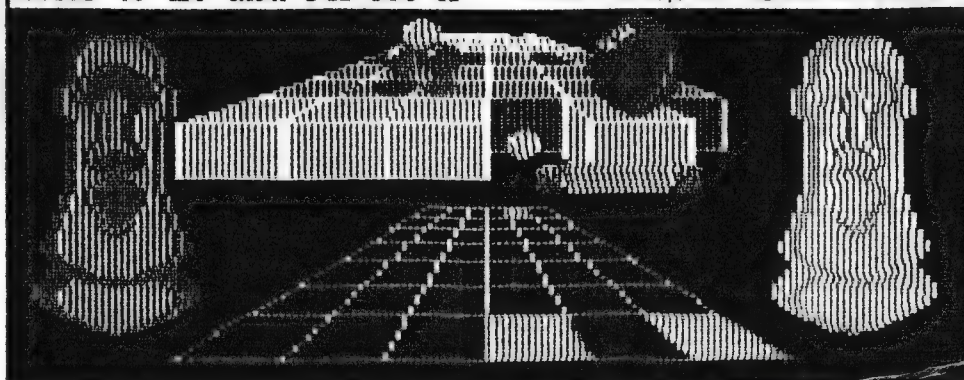
## EAGLES NEST

There must be more keypress cheats for this game than any other. Try typing DAS CHT into the high-score table for infinite lives. If that's not enough for you then type DAS NME (must have been a German programmer) into the high-score table to play without enemies. Get another high-score (you should manage it now that it's so easy) and you may as well enter DAS MAP for map mode. To turn off map mode you'll need to get another high score and enter MAP OFF. Phew!!!

## CHEATSEEKERS

Is there a game which you can't beat, well finish it with a handy cheat! Oh well, I'll never make a poet but I do have cheats for just about every game in existence. So if you're stuck in some game, then write to me and I'll see if

I can find one for you. Apologies to F. Smith of Cork for last issue's Arkanoid multiface poke. It should, of course, have been 07912, 255 hex or 1E88, FF binary, not 07912, FF! Silly mistake I know - won't happen again(honest).



# THE GAME ZONE

*This is the last page of the fanzine to be printed, so it contains a few bits and bobs that you wouldn't normally expect to see here. Oh well, no-ones perfect!*

## FULL-PRICERS

Zap'T'Balls - over the page.

Football Manager 3 - p. 18

Liverpool - page 19

Crystal Kingdom Dizzy-p.20

## COMPILATIONS

The Dream Team - Page 21

Superfighter - Page 21

Superstar Seymour - p. 22

## BUDGETS

Wild West Seymour - p. 23

American TT Wrestling-p.23

Robin Hood - page 25

Reckless Rufus - page 25

Re-releases - pages 26/27

## SHAREWARE

Crystal Mission - page 24

The Space Duel - page 24

What a fine line-up of game reviews we've got for you this issue. Well, due to reader feedback we won't be doing so many reviews in future issues, but instead concentrating on the PD scene. We're currently busy building up a network of contacts so that next issue we'll have far more news pages and most importantly far more contributors. Anyone is welcome to contribute to AF, you don't need to be well-known in the CPC scene to contribute, all you need is a pen and paper and something interesting to say. We will accept contributions in either PROTEXT or ASCII formats on disc and tape, or printed out or hand written (as long as it's legible). If you don't feel you're up to writing an article, then why not write a letter to Backchat? We desperately need letters for Backchat, or else it'll die.

However, this doesn't mean that we still won't do reviews. You can take it from us that if there's anything worth buying, we'll let you know all

about it. One review we will have next issue is Zap'T'Balls The Advanced Edition. I was just talking to T.I.C. on the phone not ten minutes ago, and he got his copy this week. He says it's absolutely stunning and I well believe it. Look forward to his review in the next issue. If you can't wait then the address to get it from is on the preview disc. The price is 49.95 DM.

A few things I forgot to mention on the AFPD pages. First of all, a more detailed catalogue is on our catalogue disc (AFPD 00) which is completely FREE! It also includes a free game, demo and slideshow so is well worth checking out. Secondly, readers overseas should make sure they send the right amount of Int. Reply Coupons. And thirdly, we've just got the Killing Fist Demo (AFPD 36), which is a preview version of a game to appear soon.

Many thanx to T.I.C for all his help. I promise to never cut your article so drastically again and look forward to your 1st demo!

How can I begin this review? (How about at the beginning! - John) Hey, there's no need to be smart. Now look what you've done, you've gone and ruined this opening paragraph. Honestly, co-editors these days! Anyway, where was I? Oh yes, the beginning. I could start by saying that this is one of the most stunningly brilliant games we've seen for ages. I could start by saying that this is the most technically brilliant games ever. But instead I'll start by giving you the boring background and leaving the good bits for later!

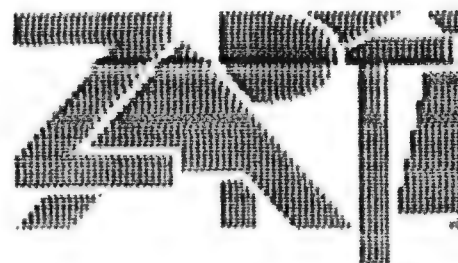
Those of you that visit arcades will no doubt be aware of a rather excellent little game called Pang. Unfortunately it was only converted to cartridge format leaving most games freaks having to go to their local arcade to play it. This was a shame as it's a very popular and quite unique game (all together now...Aa aaw!!!). However, as always happens in these situations a dedicated CPC freak has come to the rescue! (oh joy!)

## ZAPT'BALLS THE ADVANCED EDITION

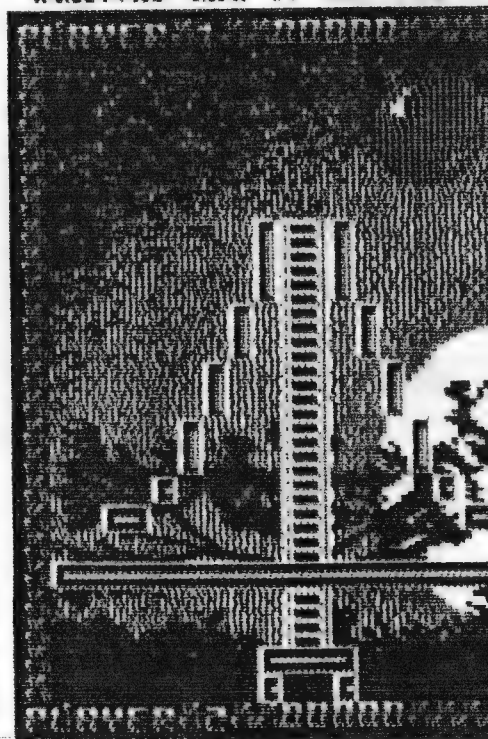
Next issue we hope to review the Advanced Edition. From what we've heard, it's absolutely brilliant featuring four different worlds, many tunes and a whole host of new features such as snowstorms, secret passages and the like. Apparently it's been available on the continent for quite some time now. There's details of a German supplier in the demo. We've heard a rumour though, that CRTC may be distributing it soon. Full details next issue.

The freak in question is EGS and he's such a top coder that Zap't'Balls is even better than PANG! While still as addictive and playable as PANG, Elmsoft has gone one better and incorporated a revolutionary new sprites system! This system allows for super smooth, flicker free sprites unlike any others ever seen on a 'standard' CPC! Remarkably these sprites are as fast and smooth as any ever seen on the more technically advanced plus machines, yet EGS's system allows for many more to be displayed on screen at once! They really do have to be seen to be believed. When this game was first revealed to the CPC community at the HJT Castle Party ( Castle Demo on AFPD 21, Demos 08 ) in July, it stunned those freax present by its brilliance.

As regards the gameplay, Zap'T'Balls is impossible to fault. It features 30 taxing levels that will test you to the limits of your game-playing skills. Each of these levels features three essential elements, at least one hero, a very



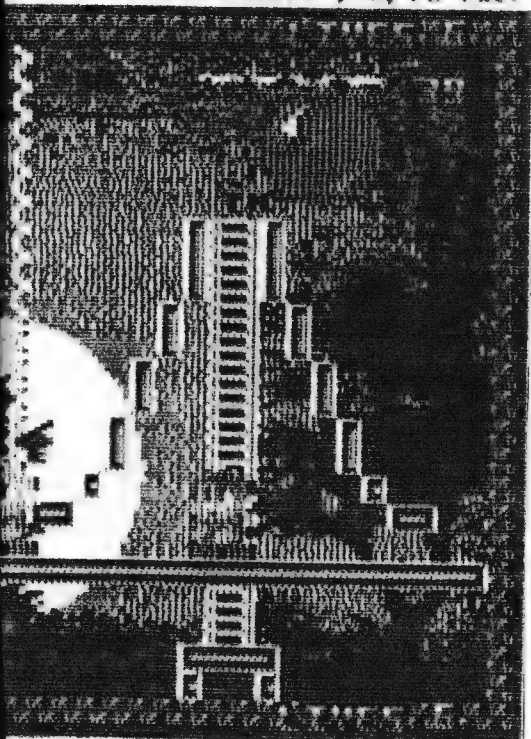
large harpoon and most importantly, large balloons. The idea of the game is that you burst the balloons with the harpoon. However, after the first level, things get a little more complicated. Burst a balloon, and two smaller balloons appear! Burst one of these and it'll again split into two smaller balloons and so on. You'll



find that if you're not careful you'll find yourself surrounded by loads of little balloons that are very difficult to avoid. And of course, if one of these balloons should happen to hit your little character then he'll snuff it! To make things a little easier six lives are provided as well as



a password every second level so you don't have to start from the beginning again every time you play. To those of you that have never played either PANG or Zap'TBalls the prospect of bursting balloons with a large harpoon may not sound like particularly exciting gameplay. However, you can take it from one that must have played just



about every style of game ever conceived, that you'd be hard pressed to find a more addictive and enjoyable game than this. As with all games, it's most fun in two-player mode. Here teamwork is necessary as if one player is hit then both have to attempt the level again. That doesn't mean that there's

still no fun for the sadistic among you - Only the player that is hit loses a life .... Oh, sorry about that John, I never meant to burst that balloon over your head, har, har, har! (weird sadistic laugh).

As far as graphics go, as I think you'll guess, I've no complaints about the animation, it's very, very slick. As for the artwork, it's beautifully drawn and very detailed. The colours used are well chosen. In fact the only small criticism I'd have is that there isn't enough variety. Apart from the different arrangement of platforms, most levels look the same. The sunset background, beautiful as it is, never changes. However, there are four different worlds in the advanced edition, each with their own background, so it seems this small criticism has already been dealt with. The sound is also excellent featuring great effects and good music. The music was written by Weee using Soundtraker (I think) and you'll recognise it from the Thriller demo (AFPD 22/23). While it's very good, part of it screeches out of the CPC's internal speaker and can be irritating. However, hook it up to good stereo speakers (such as those on the plus) or even better a hi-fi and it sounds great. Thankfully, it's possible to play with any combination of music

## THE PD PREVIEWS IN AFPD!

Like any good freak, EGS produced a PD preview version of Zap'TBalls. It contains five playable levels of the first game and details of the advanced edition. You can get it directly from us on AFPD 18, GAMES 08. Turn to page 10 for more AFPD details.

sound effects so you can't really complain. Again, a little more variety would be nice in the form of one or two more tunes. But that's been dealt with as well as there are seven or eight different tunes in the advanced edition. So you can just ignore these little criticisms EGS!

To sum up, this is a startling game. As is always the case, the best game of the year has come from a dedicated CPC freak that has really pushed our little CPC to a previously unknown standard of brilliance. Unfortunately, as with most of the good new stuff that comes out, it is 128k only. I suppose that's the price of progress. Which just leaves one final thing, where can you get it? Unfortunately, that's a sticking point, we're not sure! We will find out though, and full details will be in the March issue.

GAMEPLAY - 95%  
GRAPHICS - 92%  
SOUND 94  
**VERDICT - 94%**

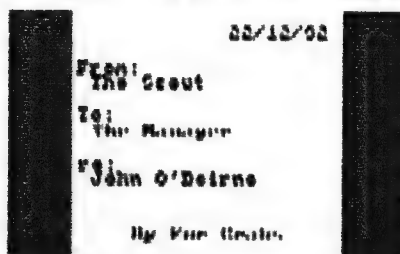
# FOOTBALL MAN. 3

*This game is so bloody awful, we're not going to write out its full name anywhere in this review. In fact, we only wrote football so we could put those balls in!!*

Before anything else is written methinks its time to explain about that dire looking screenshot on the right. The reason it looks like that is due to two reasons. Firstly, that's what happens when you shrink with Stop Press and the other reason is that the graphics are so crap in any case that that's probably an improvement!!

Now, I like football sims more than most. I'm not one

of those people who think footie sims are crap, in fact I love them. I've played all of them and I'd (modestly) consider myself an expert



on them. After the sheer brilliance of FM2, I was expecting miracles from

this one. When it came in the door I skipped happily to my computer, all ready to spend the next 10 hours bringing a team from the pits of the fourth division to the glory of the premier league. Ten minutes later though, and my head was cradled in my arms as the tears dropped silently from my face (bit upset, you know). This game is crap. There's no fun. It's useless. The graphics are crap, the gameplay is crap, in fact, I'd even go so far as to say that FM3 is crap!

In my opinion, this is the sort of footie sim that makes people like Keith (he hates 'em) happy. FM3 runs roughly the same as Euro-pan Superleague i.e. crap. You have to train players by moving little bars and for some reason, it just doesn't make you choke with excitement. My final word on the subject is this Do Not Buy FM3. I found that pouring a pot of paint onto the carpet and watching it dry for twenty two hours was more fun.

GAMEPLAY - 24%

GRAPHICS - 36%

SOUND - 00%

VERDICT - 22%

## A GUIDE TO FOOTIE MANAGEMENT

So, you want to be a good start - don't buy FM3 footie manager. Well, first or you'll regret it. Don't of all you need to be two buy Euro Super League things. They are 1: Be mad and 2: Look like either, it's just as bad Graeme Souness. For your benefit we've included his photo. or for that matter Liverpool or any of the United games. There is one good sim and one excellent sim. The good one is Kenny Dalglish which is okay but easily surpassed by the most excellent Footie Manager Two. It is the absolute business of a game and it'll give you hours of fun. The graphics aren't brilliant but the gameplay more than makes up for that. There it is, FM2 is simply the best!!

# LIVERPOOL

*Huh, Liverpool, why should M.C. supporters care. Because it's crap, that's why. Just like the real team. Follow some decent soccer, follow Man. Utd!!!!*

Of all the sly things to do! Those with a large knowledge of games will have realised that back in 1990, a company called Grandslam released a game called Liverpool. You'll also realise that in 1992, they also released a game called Liverpool. In fact, they are the games. In fact, Liverpool is still as shitty, if not more so by today's standards. OK, if it was re-released on budget but it wasn't, it was put out on a full price label again. My guess is that Grandslam wanted to

double their profits from Liverpool and make £24.99 in total for both games sold.

What's so bad about it then? Do the words slow, jerky and lack of control mean anything to you. For starters, it's nearly impossible to control the players as they find standing in no mans land preferable to getting the ball. The game creeps along at a speed that's not even worth mentioning. The graphics are dire by anyones standards. The two player option is something

else. I refined the rules slightly though. Instead of trying to win a game of footie the winner is whoever can stay awake the longest. Thankyou Grandslam for providing the world with this new sport. There are a couple of nice bits like a radar and a clock. It would have been nice if Grandslam had provided a game to go with these touches.

GAMEPLAY - 30%
GRAPHICS - 36%
SOUND - 39%
VERDICT - 32%



## ABSOLUTELY AND TOTALLY ESSENTIAL FOOTBALL KNOWLEDGE



**BRUCE GROBBELAAR**  
LIVERPOOL



Bruce Grobbelaar. His position is a goalkeeper. Renowned for his drops.

Now, soccer is one of the best games in the world and I'm fed up of software companies making a f\*\*\* up of it on the Amstrad. I'm totally soccer mad (unlike Keith) and when a game like Liverpool comes out, it really pisses me off. When you look at every type of football game there are only about SIX good ones. God, Liverpool players on both sides, kick



**JOHN BARNES**  
LIVERPOOL



John Barnes. Position is forward. Hears gloves + rights when he plays.

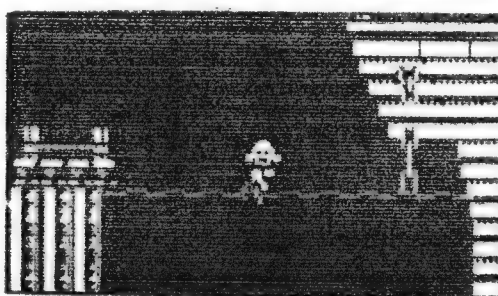
# CRYSTAL K. DIZZY

Ere, whats that K for. No, it's not Keith cos this is John writing this review, and even if it was Keith doing the review, it still wouldn't be Keith. It stands for Kingdom....ah!

Blimey, Dizzy in loads a colour (good). Blimey, Dizzy with levels (not so good). Blimey, Dizzy costs ten quid (not good at all actually).

Let's take these points in order, OK. Lots and lots of colours. This makes the eggmans adventures even more cartoony. It's really cool. The downside to this one is that there's a loss of definition. But, hey, you can still play it without cussin the Codies.

Next point is these level jobbies (tut!tut!). In most games, levels are good and they're needed. For CK Dizzy though, it just is not the same. It makes the Dizzmeister a hell of a lot easier to beat, because of the smaller playing area at one time (just like Wild West Seymour) and, in my opinion, the Codies should



scrap the levels and bring back that massive playing area.

Last point (from the ones I listed at the start, not in the review. Shitdamn I could go on all night). Dizzy has taken a price rise all the way up to ten bloody quid. Sod that, in this case actions speak louder than words (Use your imagination on the actions, but be careful, I left the door open and the family started looking at me very strangely indeed). If your a real Dizzy fan you'll buy the game but if

you're not, I don't know if you're going to appreciate the increase.

OK, we've dealt with all the other points, now what about the game itself. CK Dizzy is a puzzle arcade adventure. In fact, to picture it best, get out another real (By that, I don't mean something like Dizzy down the shagging rapids) Dizzy game, load it up and imagine it in full colour, a slightly changed background and different puzzles. Hey presto (sorry Matt) a copy of CK Dizzy. It is very similiar to other Dizzy games but you just can't help playin' them, can you.

My main gripe with CK Dizzy is the fact that it's too easy. Despite the fact that some puzzles are a bit illogical, you should (with an IQ over twenty five) clear it pretty easily. We both cleared it fairly easily but then I'm very intelligent (Oh, did I forget to mention you there Keith so sorry). Like to blow my horn I do (Oi, none of that).

## DIZZY, A BRIEF HISTORY LESSON

Actually, this is the bit we use to fill up a bit of space. Every mag does it (honest) but don't tell any body, it's a secret. Actually just kidding you there, this is essential knowledge (Will everyone stop sending death threats to me now).

This is Dizzy's twelfth

game and the only one off the budget label. Out of these only seven are the real thing. The rest are spin-offs. It all started with Dizzy 1 (suprise!) and it just went from strength to strength. The biggest Dizzy game is Spellbound D. The best is Prince of Yolk Folk

GAMEPLAY - 70%  
GRAPHICS - 75%  
SOUND - 75%

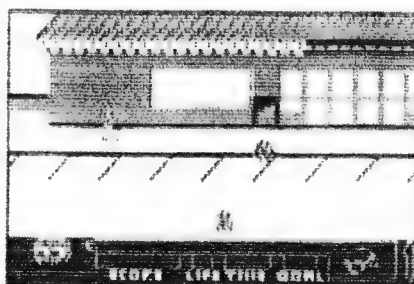
VERDICT - 68%

# THE DREAM TEAM

*Ho! Ho! Ho! Myself and Keith nearly pisse(snip) ourselves laughing when we saw this compilation. Mind you, we nearly did the same when we saw the one below!!*

## THE SIMPSONS

There are quite a number of words that can be used to describe this game. Fab and excellent aren't any of these words. Words like crap come to mind when it comes to the Simpsons. The graphics are dire, animation is really dire and I can't even begin to describe the gameplay. We at AF buy Amstrad Action and trust a reviewer like Adam Peters.



This month, Your Sinclair editor, Linda Barker, did the Simpsons. Words like - "addictive and looks great" were used. Wake up and smell that coffee Linda. I give this game 36%

W.W.F. Reviewed below.

## TERMINATOR 2

Here's another crap game T2 tries to mix puzzle, car and fighting games into one. The result is a pile of steaming horse manure. It also needs 128K. I give T2 only 53%. Overall, this is complete crap. Listen to me or that spectrum woman. Its your choice. **OVERALL 51%**

# SUPER FIGHTER

*Hello Ocean. Just like to get this off my chest. In case you didn't realise most of us have more than one brain cell and that's why we won't buy this (shit) compilation.*

## FINAL FIGHT



Just a little summary of this game. The graphics are blocky, animation is slow and jerky and the game is so easy you won't believe

it. Every fighting game on the amstrad is crap. Final Fight, bad as it is, is one of the best. Pit Fighter is reviewed in the budgets. Check it out for a laugh. F.F. gets a total of 56%

W.W.F.

This is the best game on both compilations. For the first few days, it's deadly!!

Then you realise that somethings missing. A bit of variety perhaps. That ring isn't the most exciting bit of stuff you've ever seen. Your variety of moves is hardly the biggest and the only recognisable wrestler is Hulk Hogan. In a very subtle sort of way I'm trying to say CRAP! Alone, W WF gets 59%. **OVERALL 45%**

# SUPERSTAR SEYMOUR

Wahey! It's the Dizzmeister's replacement following in Dizzy's footsteps. Put out a couple of totally excellent arcade adventures, then some spinoffs and then do this!!

## SERGEANT SEYMOUR ROBOTCOP

Sorry Codies, but before I write this review, I just have to laugh at the name. Hah!Hah!Hah! OK, on with the review.

SSR is a maze shoot-em 'up and one word sums it

up - Haaaaard. After close scrutiny of the game, I got the reason, it's very hard. (Work things out logically, that's my motto). Another reason is that you get nowt but 3 scabby lives!!

You have to clear each screen of baddies to move on and there's a lot of screens. Couple of bonuses here and there and a new way of killing. Great fun!

VERDICT - 78%

## SEYMOUR GOES TO HOLLYWOOD

Ah! This is the one that started the great Seymour saga. This is one of the two "real" Seymour games. The other one is also on this compilation (Dramatic pause as reader searches page frantically for Wild West Seymour) but, its also just been released on its own so its reviewed in the budget pages!! Seymour is very like Dizzy, gameplay

is the same-brilliant. The usual sort of puzzles and arcade action. Myself and Keith have cleared all the Dizzy games and Seymour games and and and.....

So, what have you got to do. Basically, unlock the safe, get the script, find all the Oscars and give them out. No hass, I hear you say. Finding the safe is the big problem.

VERDICT - 91%

## STUNTMAN SEYMOUR

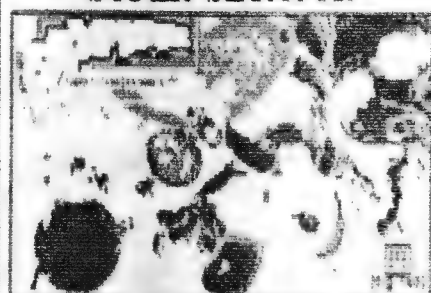
The only way for me to describe this game is to quote our own Taoiseach - "CRAP". There just isn't any other word that gives a better description, unless you use these \*\*\*\*, \*\*\*\*, \*\*\*\*\*!!!! It's really cool having no censors. That's why we print hard words like those above. In fact, I'm going to print those

words without the stars!! Here they are - darn, flip and gotohell!!!

Anyway, on with the review. S.S. is a boring, dull repetitive, repetitive, boring, repetitive platform game. It's also slow, jerky, boring and repetitive. So here's a little word of advice that might help you. Don't buy!

VERDICT - 26%

## SUPER SEYMOUR



Here's a teaser of a question for you. What do you get if you kick the shit out of Bombjack and put a black cape on the shit?? I'll tell you, you get Super (ahem) Seymour. In fact, the gameplay is just like Bombjack. Ya know what I mean, jump around the screen collecting this and that, killing a baddy every now and then. Fun for a while (a short while) but gets really boring.

VERDICT - 39%

Two bad, three good makes an average comp.

VERDICT - 64%

# WILD WEST SEYMOUR

*Released on budget, released on a compilation, this game had better be good!! If only someone could figure out where on this planet it's meant to be set in.*

Oh no! Oh shit! The worst villian (For every curse we have to put in a couple of "nice" words) of them all, El Bandoeto has nicked the script and other stuff too. Now, if this happened to someone else you'd be killing yourself laughing, but its happened to you (not you directly, it's a common grammatical expression in the language which means er, you.....I think). Now, old Seymour is pretty clever, as

he showed in his first adventure so he sets about getting all the gear back so the movie can be made.

Wild West Seymour is, as with Seymour goes to Hollywood in the style of the Dizzy games. But, there's a difference. Instead of just one massive playing area, WWS is broken up into four acts or levels. At the end of each you get a level code which you give to the game genie who lives in a

big red bus (Guess he moved from the lamp, sorry no more jokes, my apologies)

The graphics are mode 1 and look sort of cartoony. It's really just the same as other Dizzy (Seymour) games with the big diff that you haven't to walk so much. It does make it easier though!

GAMEPLAY - 81%

GRAPHICS - 54%

SOUND - 74%

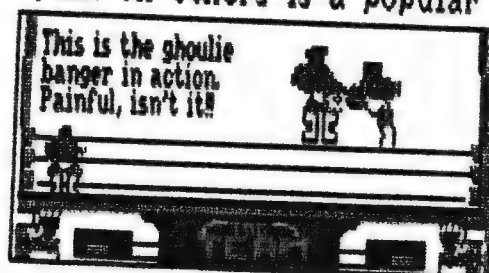
VERDICT - 77%

# TAG TEAM WRESTLING

*Actually, the headline tells a lie. American Tag Team Wrestling is the full name of the game, but could you fit that accross this page with dat dere headline font??*

Oh, whoopity doo! It's a wrestling game. You know the type, the entire playing area consists of a whole, yes, that's what I said, a whole screen. As you can probably guess, this doesn't allow for much variety and exciting as that big blue ring is, it gets slightly boring after a couple of seconds or days (depends on your attention span) but in the end you'll be kickin your CPC around the room

because the goddamn scenery won't change. Before this boredom sets in, you'll have great fun. Inflicting pain on others is a popular



pastime. My fav move is the kick in the nuts to someone. You have a large enough

range of moves which have varying degrees of pain. As usual, the two player option is most fun. Each player has two wrestlers (that explains the name) to kill each other with. ATTW is a better buy than WWF simply because it's so much cheaper. You'll love 'em for a while but soon get bored.

GAMEPLAY - 62%

GRAPHICS - 66%

SOUND - 53%

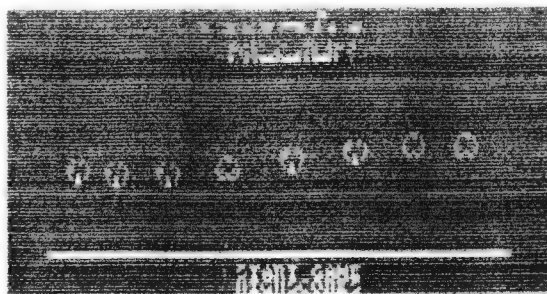
VERDICT - 64%

# CRYSTAL MISSION

Well, anyone who has the Face Hugger demo (in AFPD) will know it's one of the best ever. At the end, Andreas (Face Hugger writer) promised two games. Here they are!!

All you gamers are in for a treat. The amazing writer of the Face Hugger demo, Andreas Stroiczek has put out two games for the CPC and they're in AFPD. Both are shareware, this means if you like the game and play it, then you are meant to pay some cash to the author. So, are these games worth paying money for. You can bet your ass they are.

In Crystal Mission, you



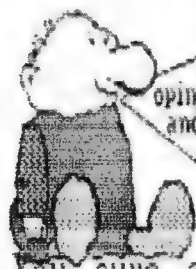
have to collect loads of small diamonds on each screen. Every screen is littered with baddies who multiply themselves all the time. It's bloody hard. You control a ball using the method of control found

in an old game called Thrust. The graphics are pretty decent with loads of special effects. That shot on the right is off the menu and it's a sort of little demo in itself. For PD, it's one of the really good ones (and it's free).

GAMEPLAY - 89%
GRAPHICS - 70%
SOUND - 83%
VERDICT - 81%

# THE SPACE DUEL

You can always tell a demo writers game by the demos on the menu screen!!



You sure as hell didn't have to wait long to see the review of Andreas's second game did you. Just had to drag those away from the top of the page. That's what it's all about here at AF, speed, quality and reliability (spot the slightly biest editor).

Herb there (look left) agrees with my opinion. Bet you want to know what it is. Fine, but I'll tell you anyway. From the dawn of time, people have loved to beat each other at everything. Now, with TSD, you have a chance to prove your skill and rub your opponents face in the dirt. Set in space (never expected that) you have to destroy your opponents ship. At your fingertips are weapons such as laser

beams, bombs that fire across the screen and also bombs that just sort of lie there waiting for something to fly into them (like you). For the challenge fight on a planet. You keep on falling due to gravity. The Thrust method of control is used. So, don't delay get it today in AFPD.

GAMEPLAY - 91%
GRAPHICS - 70%
SOUND - 81%
VERDICT - 81%

# ROBIN HOOD

*It's a codemasters game. It's full name is Robin Hood: Legend Quest. I can't find any mention of a simulator. There's a chance it could be good. Is it? Read on.....*

Oh bugger it, not again. Maid Marian is after being kidnapped so you've got to pull on those sexy leotards and your feathery hat and rescue her. I don't get these feminist types, always looking for equality but as soon as a little thing like being kidnapped happens, us men have to bail them out. We'd have a barrel load of complaints over that if our female readership was anymore

than the five or so it is now. But hey, it's good for the ego to see a plot like that (Please excuse John's observations, no matter how true they are (ahem)-Keith).

Anyway, Robin Hood etc is a fun little platform jobby (oer). Marion is in Nottingham Castle which is divided into sections. Robin appears to benefit from aerial power from his rear end by his way of turning in mid-air. Killing others is

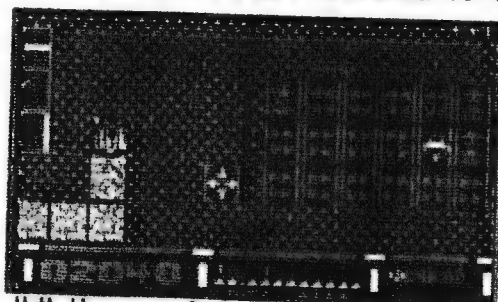
by means of a bow+arrow which is just dandy. Robin has a constant grin on his face which, after twenty minutes or so, makes you feel like aiming the arrow six inches below his belly button and firing. Graphics are ported from the Speccy and they show it.

GAMEPLAY - 76%
GRAPHICS - 54%
SOUND - 57%
VERDICT - 72%

# RECKLESS RUFUS

*Ooh, lucky you. Guess who gets to take control of a mutant type of green veggie. Got it in one haven't you. Sure, I bet you've always wanted to take control of one!*

Watch out if you own this game. The World Society for Protection of Mutant Green Veggies doesn't take kindly to this kind of exploitation of Mutant Green Veggies. Be very careful of this game or you might be sued for causing damage to Mutant etc etc. That, was a party political broadcast by the WSPMGV. Other than that do what the f\*\*\* you like with the game.



Well, the screen looks interesting (I think)

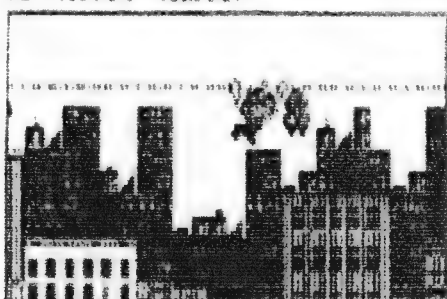
Reckless Rufus is a sort of arcade puzzle game. You have five crystals to get (how hard (not!)) which are scattered through 130 levels (doh!). To help you are

level codes every 10 levels. The graphics are nice and colourful but a bit blocky. You walk on blocks across each screen. Some have numbers and they produce that many blocks while others do special things. A tough challenge is Rufus.

GAMEPLAY - 83%
GRAPHICS - 69%
SOUND - 73%
VERDICT - 80%

## HUDSON HAWK

Usually, when a film is made into a game, you end up with a huge pile of steaming shit. Look at Terminator 2 or Turtles 1 for examples. Occasionally, a good game comes along. This I am happy to say is one of those times.



Hudson Hawk gives great graphics because it is in mode one. It is a platform game with a number of cunning puzzles thrown in. What really makes Hawk good is the subgames that are contained in it. You get to be Hudson (never!) but the best part is those sexy shades you're wearing. Now the object of the game is to steal a whole load of rather expensive art things back from theives. Oh yes! Think of the weapons you must get - sub atomic guns and stuff. Bullocks. What I mean to say is, is that you get tennis balls. Yes, 99p tennis balls. OK..moving on! The graphics are excellent, a brilliant game but far to easy. That's the weakpoint.

GAMEPLAY - 92%  
GRAPHICS - 91%  
SOUND - 80%  
VERDICT - 94%

## F-15 STRIKE EAGLE

Ooooooooooh! No, that was not that sort of moan (Hi mummy). It was in fact, a moan of despair. What is the point of releasing a game that is absolutely shit. Who's going to buy it? Keith was given this game when it first came out a couple of years ago. This didn't make him very happy so he cried. (I did not-K).

I'm going to review this game in a contrast to the one I wrote to the left of this review. That's right, turn those heads slowly, find it, good. For starters, Hudson Hawk has pretty slick graphics. F-15, in a word, doesn't. Hudson Hawk has lots of variety. F-15, doesn't. Hudson Hawk has great gameplay. F-15 (you guessed it) doesn't.

Don't you just love thin wireframe graphics? Good. Because with F-15, that's what you're gonna get. The sound is....Oh! Look at that interesting wall everybody. Now, we come to the most important bit of any game, the gameplay. When it comes to the best most fun gameplay that keeps you on the edge of your seat for hours on end, you're obviously not playing F-15 Strike Eagle. In short, F-15 is boring, crap, tedious, useless, annoying.....

GAMEPLAY - 41%  
GRAPHICS - 23%  
SOUND - 20%  
VERDICT - 37%

## STRIDER 2

My God! Can you think back to the original Strider, that freewheelin cartwheelin ninja. What game that was, back in the days when men were men and computers Spectrums. Can Strider 2 live up to its predecessor. Only one word in any language can describe this, it is nflge. An old Aztec saying that can't be translated correctly. So in plain old English I'll give you a substitute - NO! The original Strider had crisp clean four colour graphics. This has 16 and looks crap!

Now, graphics don't make a game. Look at Kick Off but in this case there is no gameplay of a high standard to push the graphics into the background. Herb here agrees with me and he thinks Strider 2 is crap. What's wrong with it then. It's to easy for a start. Unlike Hudson though, you won't get addicted to it. At the end of each five levels you turn into a robot and slug it out with the end baddy. You won't lose as long as you collected enough tokens to build up your armour. S2 is no fun, CRAP!

GAMEPLAY - 55%  
GRAPHICS - 61%  
SOUND - 40%  
VERDICT - 56%

## PIT FIGHTER

What a game! Graphics so great they want to make you puke. A challenge so hard, it takes you ninety nine goes before you're hundredth go to clear it. Yes, it's Pit Fighter and I'd just like to take this opportunity to laugh at anyone who bought this game. Even a £3.99, Pit Fighter is the greatest waste of your money that can possibly be thought of. Unless of course, you go out and buy any music by Snap. Talk about crap music. Give me the Red Hot Chilli Peppers or Faith No More anyday.

Now, talking from experience, both myself and Keith have found that the majority of fighting games on the CPC are crap but is P.D. to come to three rescue again. We've just seen a fight demo (from Germany) and its been rumored that it'll become a game. Look out for it in the next issue.

Back to Pit Fighter, three words some it up - easy, boring and shite. If anyone is interested in buying Pit Fighter, then I recommend that that person be entered into the nearest Mental Hospital as soon as possible.

**DO NOT BUY PIT FIGHTER!!!**

GAMEPLAY - 09%

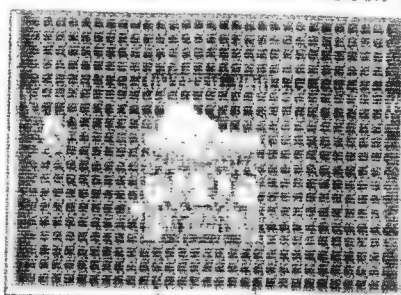
GRAPHICS - 13%

SOUND - 14%

**VERDICT - 10%**

## SMASH T.V.

Well, this is one game show that sure beats Gladiators. We are talking 100% pure violence. Set in the future you get to kill loads of things. Each screen has to be cleared



of alien thingies and then you move onto the next screen, clear it, move on etc etc.

Converted from the an arcade game, Smash TV is mega fast. In fact, it's even faster than something that is quite fast (possibly). It's a shoot 'em up and it sure as hell ain't bad. It ain't the best shoot'em up ever but it's close enough to the top.

There are zillions (not millions) of weapons to choose from and even more enemies to kill. The problem is that after a while Smash TV gets boring. When you clear it, it just sends you back to the game again at a faster speed. Graphics are brill and animation is too. If only they gave away toaster ovens when you cleared it.

GAMEPLAY - 80%

GRAPHICS - 83%

SOUND - 79%

**VERDICT - 78%**

## SWIV

SWIV is yet another shoot-em-up (there's quite a lot of shoot-em-ups this issue, isn't there?) then you that read SWIV, you'll feel like everything is right. It ain't. Don't be. Although the game is a bit of a shoot-em-up, it's not a bad little game for a game. It's a bit of a fair, leisurely game. However, there's nothing leisurely about the antics of your enemies! They keep on popping out from everywhere and there is a vast variety of enemies to discover.

If you're into these games, you'll probably find it quite addictive. In fact, if this is your scene, you'll probably love it. The difficulty level is just right, with each level being just that little bit harder. You won't beat it too quickly either - some of the last levels are really tough.

If you're into these vertically scrolling shoot-em-up thingies, then SWIV is well worth buying. As ever, the good gameplay triumphs over crap graphics. However, if you're not mad about such games, then give it a miss.

GAMEPLAY - 81%

GRAPHICS - 77%

SOUND - 52%

**VERDICT - 80%**

# TOP 50 CAR GAMES

*Car games are just so goddamn excellent they're out of this world!!*



Oh, thank God! At long last I'm finished this bloody top 50. It takes weeks, months to compile something like this (Eh, but you did it in less than an hour, John - Keith)(Shut up, will you - John)(O.K. - Keith)(These brackets get very confusing, don't they Keith - John)(Yes, they do. I think we should end this discussion now - Keith)(Right you are - John). Now, as I was saying, it takes months(dunph!), weeks(dunph). O.K. fine, it takes a bloody half hour. I hope your satisfied now. (We'd like to say that anyone who could read all of that, understand it and still think we're normal deserves a medal).

All of the games in this chart have been released in some form since the start of 1990. In case you're wondering, the guys on the next page are out of BMX simulator 2.

**TOP**

1. CONTINENTAL CIRCUS	Tape+Disc	VIRGIN
2. LOTUS TURBO CHALLENGE	Tape+Disc	GRENLIN
3. CHASE H.Q.	Tape+Disc	OCEAN
4. POWERDRIFT	Tape only	HIT SQUAD
5. STUNTCAR RACER	Tape only	MICROSTYLE
6. SUPERCARS	Tape+Disc	GRENLIN
7. BURNING RUBBER	Cartridge	OCEAN
8. OUT RUN EUROPA	Tape+Disc	U.S. GOLD
9. TOYOTA CELCIA RALLY	Tape only	G.B.H.
10. HARD DRIVIN'	Tape only	HIT SQUAD

**TOP**

- 11 FIRE+FORGET 2.....TAPE+DISC.....TITUS
- 12 CRAZY CARS 2.....TAPE+DISC.....TITUS
- 13 SUPER OFF ROAD..TAPE+DISC.....OCEAN
- 14 WEC LE MANS.....TAPE+DISC.....OCEAN
- 15 GRAND PRIX SIM 2.TAPE ONLY.....CODEMASTERS
- 16 PAPERBOY.....TAPE ONLY.....ENCORE
- 17 N.MANSELLS G.PRIX.TAPE+DISC.....ENCORE
- 18 GRAND PRIX SIM.....TAPE ONLY...CODEMASTERS
- 19 TWIN TURBO V8.....TAPE ONLY...CODEMASTERS
- 20 SUPER MONACO GP..TAPE ONLY.....KIXX
- 21 PAPERBOY 2.....TAPE+DISC.....IMAGEWORKS
- 22 THE RACE.....TAPE ONLY.....PLAYERS
- 23 CHEVY CHASE.....TAPE ONLY...ALTERNATIVE
- 24 LED STORM.....TAPE ONLY.....KIXX
- 25 BMX SIM 2.....TAPE ONLY..CODEMASTERS
- 26 FUTURE BIKE SIM.....TAPE ONLY.....HI-TEC
- 27 TURBO OUT RUN.....TAPE ONLY.....KIXX
- 28 SUPER SPRINT.....TAPE ONLY.....HIT SQUAD
- 29 LIVE AND LET DIE....TAPE ONLY.....DOMARK
- 30 BMX SIM 1.....TAPE ONLY..CODEMASTERS
- 31 SUPERTRUX.....TAPE ONLY.....ELITE
- 32 THE CYCLES.....TAPE ONLY....ACCOLADE
- 33 DAYS OF THUNDER.....TAPE ONLY.....ELITE
- 34 ENDURO RACER.....TAPE ONLY.....ELITE
- 35 ITALIAN SUPERCAR...TAPE ONLY..CODEMASTERS
- 36 TEST DRIVE 2.....TAPE ONLY.....ACCOLADE
- 37 INT. SPEEDWAY.....TAPE ONLY..CODEMASTERS
- 38 A.P.B.....TAPE ONLY.....HIT SQUAD
- 39 CISCO HEAT.....TAPE ONLY...MIRRORSOFT
- 40 SUPER STUNT MAN....TAPE ONLY..CODEMASTERS
- 41 AMERICAN TURBO KING..TAPE ONLY.....VIRGIN
- 42 SUPER HANG-ON.....TAPE ONLY.....U.S. GOLD
- 43 LAST DUEL.....TAPE ONLY....U.S. GOLD
- 44 SUPER TANK SIM.....TAPE ONLY..CODEMASTERS
- 45 SPY WHO LOVED ME.....TAPE ONLY...HIT SQUAD
- 46 BAD LANDS.....TAPE ONLY..HIT SQUAD
- 47 KIKSTART 2.....TAPE ONLY.....FIREBIRD
- 48 OUT RUN.....TAPE+DISC....U.S. GOLD
- 49 4X4 OFF ROAD RACE TAPE ONLY..CODEMASTERS
- 50 KIKSTART.....TAPE ONLY....FIREBIRD

It's all over. The final race of 1992 has been won by Continental Circus for the Virgin team. Their prize is the prestige of being a Top 50 number one. C.C. was pushed to its limits by Lotus Esprit Turbo Challenge for the Gremlin team. And now, six hours after the leaders got in we can see the last ten approaching the finish line and what a sorry bunch of losers they look. If anybody gives you any of these games, kill yourself immediately.

# THE DRAGON'S LAIR

*This is Johns' last appearance in the lair. Next issue, we hope to have an adventure celebrity writing this column. Who will it be? You'll have to wait. As for now.....*

## ADVENTURE NEWS

There's been a hell of a lot happening these past few weeks so lets find out what it was.

First up is the adventure bulletin board set up by Adventure Probe. The board has a database of over 400 solutions and also downloadable P.D. adventures. It's open from 10pm to 7am. The number is 0707323403. The board is run by Bob Adams.

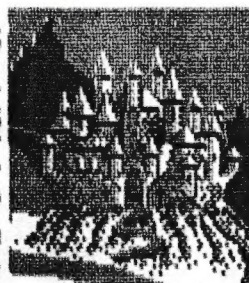
The Adventure Workshop have a load of games lined up for release. They are: Homicide Hotel, Starflaws and The Ellismore Diamond all on disc. On both tape and disc are Dark Sky Over Paradise, Border Harrier and Dave Dangerous. If you want more info, write to the Workshop (run by Phil Reynolds) at 36 Grasmere Road, Royton, Oldham, Lancashire OL2 6SR.

The Birmingham Convention showed how strong adventuring is on the Amstrad. The best 8 bit text adventure was won by 'Wow's' 'The Taxman Cometh'. Other awards in next mag.

## DOOMLORDS by SIMON AVERY

This is the first game to be reviewed in the lair. Good, isn't it. No, fine, well I might as well just do a review if you're not into nice friendly chat.

Doomlords is a three part game written by the most humorous Simon Avery (That's why his name is at the top). Unlike most of his games Doomlords is serious. I know it's a fairly old game but it's ideal for



the beginner. You are Golovin. Your task is to rescue the Chief's daughter. Of course, you have a choice, either set out on the task or you can be fried to a crisp crunch over the spit!!

As I said earlier, it's a three parter. It's also text only. (We just thought the castle was nice and part 2 is in a castle) It's P.D. so it's in AFPD. Good for the beginner. VERDICT 71%

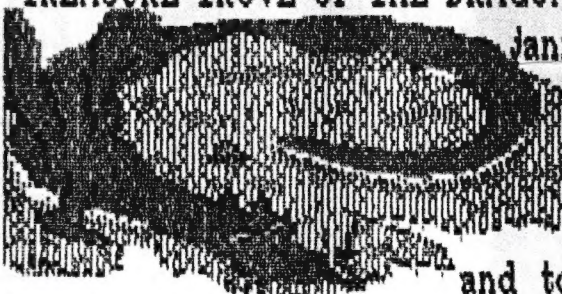
## TREASURE TROVE OF THE DRAGON

Now your inside the lair. All of these tips come from his trove. Watch out!

**DOOMLORDS** -To get into the well in part 1, Tie rope to beam, then, Enter Rope.

**ISLAND** -When you find the watch in the radio room, examine it, and it becomes a compass. To get into the bridge, you open the door with the credit card.

**BOREDOM** -To get past



Janitor in the museum, give him the naughty magazine

and to get out of the second town, sign up with the army.

**DUNGEON** -Sharpen the knife with the flat stone by the pool. Cut open the spiders cocoon with the shapened knife. Make sure you don't kill the orc in the dungeon. Just free him.

Well, that's it. So long!

# BUY AMSTRAD FUN

*Amstrad Fun's a really deadly fanzine, isn't it? So what better thing to do with your spare change than order the next copy? Don't answer that . . .*

Amstrad Fun, a fine fanzine, essential reading for all Amstrad freaks. Published quarterly, it's full of news, reviews, cheats, PD .... well you're looking at it you can see for yourself! Anyway, lets cut the crap and get down to business. The next issue of Amstrad Fun should be completed some time in March. It'll be even better than this one ( is that possible? ) with more PD stuff, contributors and clip-art ( we need some more clip-art and fast....all donations to the usual address! ) So if you've got anything between your ears you'll be wanting to order YOUR copy of the March issue of Amstrad Fun NOW! Well, here's how it's done . . . . .

The actual price of issue 4 is £1 Irish. However, because of postage and currency costs Irish readers will need to send us £1.60 and UK readers will need to send us £1.80 (sterling). This is a tiny cost for all you get, so don't complain, order issue 4 today ! Don't forget to

include your name address and state that it's issue 4 you want. Further copies of this issue can be bought at the same price. Cheques or postal orders to be made out to Keith Woods or John O' Beirne. Why not order some ace AFPD PD while you're at it !

## GET YOUR BACK-ISSUES OF AMSTRAD FUN

### ISSUE 1 - JUNE '92 :

Our first issue was 44 A5 pages full of games reviews, news and cheats. Reviews included Lemmings. Price-£1.25 Ire, £1.50 UK stg.

### ISSUE 2 - September '92 :

An incredible 60 A5 pages including the exclusive review of Space Gun and loads of new features. Price - £1.50 Ireland, £1.70 stg UK.



## IN THE NEXT ISSUE OF AMSTRAD FUN . . .

Actually, we haven't got a darn (real hard,don't you know!) clue what'll be in the next issue but we'll use our powers of cowpoohing so you'll think we do! First up will without a shadow of a doubt be Nigel Mansell's Grand Prix (That's in the hopeful sense of course). Zap'T'Balls will also be reviewed (the advanced version of course, the first one was reviewed this issue). We also have high hopes that people famous on the CPC scene will be contributors.And, there'll be loads more PD!

# REAR - END

*Yeaah! We've reached the end of yet another mag - the Rear-end. You know, where we put all the (edit). I mean interesting waffle.*

Quite a good bit to put in here this time. First I'd like to thank everyone who contributed (I sound like I've won an award or now) to the mag. Mr. Spock was a bit pissed off when he saw Edelweisses video. Bit of a skit on the old Star Trek and he couldn't believe they way they made his ears look big!

At the moment we're trying to build up contacts all over the gaf and all those people we've sent letters to - write back. If anyone out there thinks they've got something to contribute to the mag then start writing now. We're particularly looking for demo writers. Also, anyone need any contributors, myself and Keith would be quite happy to write for anyone who wants us.

There were a good few full pricers released these last few months, but I'll tell you, I'm really pissed off about the way software companies constantly f\*\*\* (can't use that word or the parents will be on me like a ton of bricks, well not exactly bricks but you get the general idea) up footie games. You may have noticed that I said something about this in the Liverpool review.

I've decided to give Cheeky Arseholes of the Month to Grandslam for that full price re-release of Liverpool. They don't surface very often on the CPC but if that's the sort of shit they're going to give us, why do they bother?

AFPD is now fully on its feet. If you want to

know more about it, then turn to the PD pages. We hope to be getting quite a number of exclusive demos very soon. We're also getting the Prodatron demo of which we've seen three parts and it looks good.

## FAMOUS QUOTES

Mark Hughes: AFPD is the best PD Library ever.

Albert Reynolds: I'd pick AF everytime. The rest are crap.

Adolf Hitler: I don't like AF but then, I only have one nut, and I'm dead.

(We can't guarantee complete accuracy of the above quotes, thank you)

Last point. Please tell everyone you know who owns a CPC about Amstrad Fun. The more readers we get, the better we can make Amstrad Fun and be ready for the next iss.

## EXTRA! EXTRA! READ ALL ABOUT IT! EXTRA! EXTRA!

Well, just a little bit of important news here that we couldn't put anywhere else (ahem, not like we forgot anything). This is about two brilliant progs that are being released. The first is called Sound Trakker. It's absolutely invaluable for adding music to your programs. It

was done by Weee who is the best music writer for the CPC at the moment. There are 2 versions, standard and the plus version (Asic acid) which makes use of the DMA chip.

Next prog is an art prog called Mal mit mir. It was coded by the Cadjo Clan of the Thriller demo. Both

are available from New Age Software, Chris Morgenroth, Am Doenberg 11, 5600 Wupertal 1, Germany. Price 70-90 DM (£28-£35).

Matt Gullam has changed address again to 58 Graig-lwyd Road, Cockett, Swansea SA2 0XA. And Presto News' new name is v. silly.